Nintendo

GAME BOY COLOR

DMG-BM6E-USA

MEGAMAN Xtreme™

INSTRUCTION BOOKLET

CAPCOM

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MILD ANIMATED VIOLENCE

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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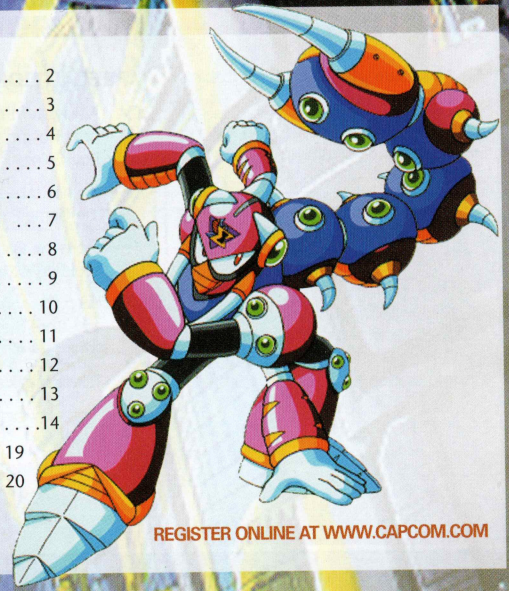

MEGA MAN X XTREME

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STARTING UP

1. Make sure your Game Boy® Color is turned off.
2. Insert the **MEGA MAN XTREME** Game Pak and turn on your Game Boy Color.
3. When the Title screen appears, press START. (Press START again to skip the demo sequence.)
4. On the Mode Select screen, use the Control Pad to select a starting option and press the A Button. (See page 6 for Mode Select option information.)

PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.

RESCUE THE WORLD!

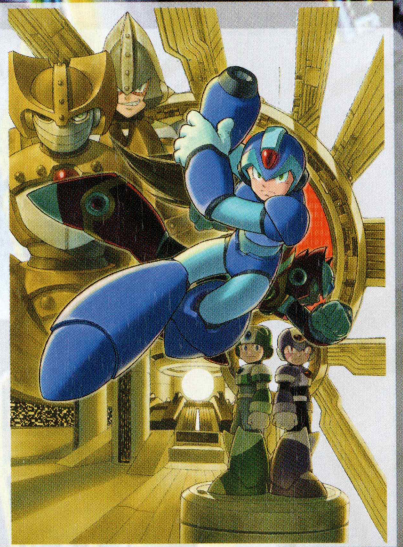
In 21XX, humans co-existed with "reploids." These amazing cyborgs have the same ability to think and reason that humans do. But they're not human – they're machines.

World peace had been achieved. Hunters started to forget the days of constant battle. But one day a saboteur hacked into the mother computer at Hunter Base. The data in the computer was rewritten, changing the way the reploids operated. The world was gripped by chaos and confusion as a result of this dangerous hack.

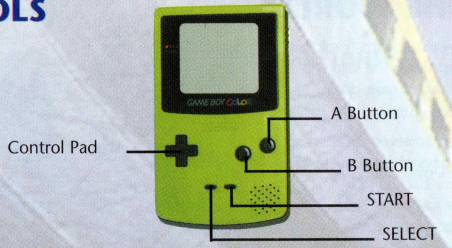
In a desperate attempt to stop the chaos, Hunter Base called in Mega Man X to take on the dangerous mission.

Who hacked the mother computer? What is this invisible enemy's purpose?

Now Mega Man X prepares for battle, ready to protect world peace and save the planet!



CONTROLS



BUTTON	MENU CONTROL	GAMEPLAY CONTROL
Control Pad	Highlight selections	←/→ = Move Mega Man X ↑/↓ = Climb up/down ladders ↓ + A Button or →→ = Dash
A Button	Confirm selections	Jump
B Button	Cancel selections	Attack
START	Start game	Pause/Unpause
SELECT		Display Status screen

Note: Use Option mode to change the Control setting.

X'S ACTIONS

ATTACK (B Button)

- Shoot the X-Buster or a special weapon.
- Hold the button longer for a powerful charge shot.

JUMP (A Button)

- Press the button to jump.
- Hold the button longer for a higher jump.

WALL KICK (A Button)

- Jump toward a wall.
- You can even climb up a wall with this technique.

JUMP (↓ + A Button or →→)

- Move X faster than his regular walk.
- X can jump farther while dashing.

MODE SELECT

GAME START

Start a new game. Choose from 4 stages. If you defeat a boss character, the stage is completed and you get a special weapon.

CONTINUE

Play on a previously saved game. Choose from 3 saved game files and press the A Button.

If there is Continue Data you will be asked if you want to play on it. Choose YES if you do. Continue Data is automatically saved when you pass a Memory Unit located in each stage. See page 7 for details about saving and auto-save.

OPTION

Adjust various game settings. Make selections with the Control Pad and confirm with the A Button.

SOUND TEST	Sample the game music.
KEY CONFIG	Change button assignments by choosing NORMAL or SPEED setting.
OPERATION	Turn the rapid-fire and auto charge ON or OFF.

END GAME/SAVING GAME DATA

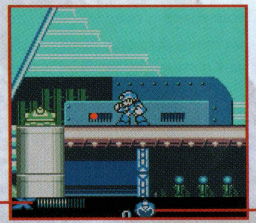
When you complete a stage or your game is over, you can choose from several options:

SAVE AND CONTINUE	Save game data and continue play. You can have up to 3 saved games. On the Save screen, highlight a slot with the Control Pad and press the A Button. (To delete a saved game, highlight DELETE DATA and press the A Button.)
SAVE AND END GAME	Save game data and return to the Title screen. (See above for how to save.)
STAGE SELECT	Available when you complete a stage. You can go to the Stage Select screen without saving.
RETRY	Available when your game is over. You can play again from the beginning of the stage.

AUTO SAVE

Each stage has some Memory Units. When Mega Man X passes one of them, your play data is saved automatically and Continue Data is created. When your game is over or you turn off the Game Boy Color while playing, you can restart from the last Memory Unit.
See page 6 for instructions on how to restart Continue Data.

GAME SCREEN



ENERGY GAUGE	Shows Mega Man X's remaining energy. When all his energy is lost, you lose one character.
REMAINING CHARACTERS	When all your characters are lost, the game is over.
WEAPON NAME	The special weapon Mega Man X is currently using.
WEAPON ENERGY GAUGE	Remaining energy of your special weapon.
BOSS ENERGY GAUGE	The boss character's remaining energy. If you can fight the boss until its energy drains, you will defeat it.

STATUS SCREEN

Press SELECT to display the Status screen. You'll see 3 icons; Sub-Screen, Power-up Parts Screen and Key Config. Highlight an icon and press the A Button to display each screen.

SUB-SCREEN	Highlight a Special Weapon and press the A Button to equip it. This allows Mega Man X to use the weapon.
	Highlight a Sub Tank and press the A Button to use it to recover Mega Man X's energy.
POWER-UP PARTS	You can find 4 Power-Up Parts in each stage. Collect these to significantly improve Mega Man X's abilities. View the Power-Up Parts screen to check on the Parts you've acquired (see page 11).
EXIT	Return to game play.

ITEMS

These are some of the items that help Mega Man X. Some appear when you defeat an enemy, others are located in secret places.

SMALL LIFE ENERGY	Recovers some of Mega Man X's energy.
LARGE LIFE ENERGY	Recovers a large part of Mega Man X's energy.
SMALL WEAPON ENERGY	Recovers some of Mega Man X's weapon energy.
LARGE WEAPON ENERGY	Recovers a great deal of Mega Man X's weapon energy.
LIFE UP	Adds Mega Man X's max energy.
SUB TANK	If you get a Life Energy item when Mega Man X's energy gauge is full, you can store the energy in the Sub Tank. You can use the Sub Tank later to recover energy.
1UP	Adds to your remaining characters. You can have up to 9 characters.

POWER-UP PARTS

There are 4 hidden Power-up Parts in each stage that will improve Mega Man X's ability significantly when you collect them.

HEAD	Using a special metal, the Head Part has extreme hardness. With this item, Mega Man X can break certain walls with a headbutt attack.
ARM	The Arm Part makes the Charge Shot much more powerful.
BODY	The Body Part decreases the damage Mega Man takes from enemies' attacks.
FOOT	The Foot Part allows Mega Man X to use the Dash Wall Kick. It also allows Mega Man X to break certain walls by kicking.

RIDE ARMOR

In certain stages Mega Man X can use Ride Armor. The powerful punch attack can destroy various things. While Mega Man X is using Ride Armor he doesn't take damage. However, Ride Armor will be broken if it takes a certain amount of damage.

RIDE ARMOR CONTROLS

BUTTON	ACTION
Control Pad	Move Mega Man X
A Button	Jump
B Button	Punch/Charge Attack
↓ + A Button or →→	Dash
↑ + A Button	Dismount Ride Armor

SPECIAL WEAPONS

Defeat boss characters at the end of each stage to get special weapons.

SHOTGUN ICE (SI)	This weapon fires lumps of ice that bounce against walls. When it is charged, an ice plate appears.
ELECTRIC SPARK (ES)	This weapon fires electric bullets that spark up and down when they hit a wall. When charged, it fires powerful electric walls forward and backward.
STORM TORNADO (ST)	This weapon fires a tornado. When charged, it fires a more powerful tornado.
RUSHING BURNER (RB)	This weapon shoots a powerful fireball. When it is charged, Mega Man X will perform a flaming body crush. When Rushing Burner is combined with Dash Jump, Mega Man X can jump even farther than usual.

Note: There may be more special weapons. Search for them!

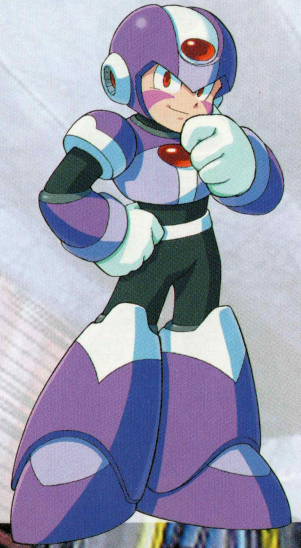
CHARACTERS

MEGA MAN X

The leader of the Hunter Unit 17, Mega Man X has sworn to fight for world peace, though an inner hatred of violence sometimes holds him back.

MIDDY

Middy is a computer genius reploid. Together, he and Dr. Cain support X.

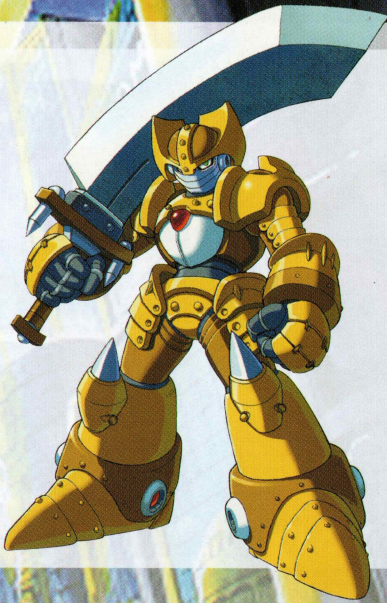


TECHNO

Techno used his superior intelligence to hack the mother computer and rewrite data. He joins with Zain and Geemel to hassle Mega Man X.

ZAIN

Zain is a "shadow hunter," a reploid specialized in combat. He makes big trouble for X with his gigantic sword.



GEEMEL

Zain's partner shadow hunter, Geemel is cunning and mean. He gets his kicks harrassing Mega Man X.

TIPS

- Look for items! Life-Up Items and Power-Up Parts are hidden in each stage. Find them all!
- Try Dash Jump! If you jump while dashing, you can jump longer than usual. Use this technique to get to places you haven't been able to reach!
- Find Boss Characters' Weaknesses! Each boss character has a weakness. Try different special weapons to find what works best!
- Use Special Weapons! Certain Special Weapons have an extra use. They can get you through certain places. Try using Special Weapons when you come to a suspicious place!
- If you complete the game ... Congratulations! But don't quit ... there may be more ....

MEGA MAN

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